



# INSTRUCTION MANUAL





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## *Prelude*

There exists an ancient prophecy...

“The beast of despair feeds on man and destroys hope.  
The unleashed frenzy of death yearns for the light of life.  
The advancing inferno scorches the throne’s surroundings.  
In the Cauldron that breathes despair, the blood of the  
ancients boils.

When Leventhan, last of the dragons, devours the stone of  
blood, the path shall be closed and void will cover the world.”

And so begins the tale of five warriors...



# ODIN SPHERE LEIFTHRASIR



## Netherworld

Odette: Queen of the Netherworld Endelphia, and an avatar of death. She watches over the boundary between her domain and the world of mortals, and will suffer none to pass back into the land of the living.



## Ringford Forest

Elfaria: The regal queen of the Fairy Kingdom. She dislikes war and violence, but fights in the Cauldron war for the peace and survival of the Fairies.

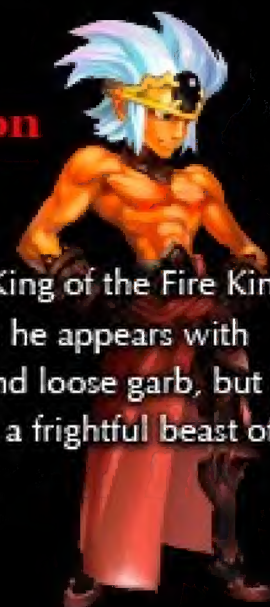


## Ragnanival



Odin: King of Ragnanival and father of Gwendolyn and Griselda. He is feared far and wide as the Demon Lord, known as both a formidable warrior and a cunning sorcerer.

## Volkenon



Onyx: Inferno King of the Fire Kingdom. In human form, he appears with bronzed skin and loose garb, but in his true form, he is a frightful beast of living magma.

In the land of Erion, there was once a magical kingdom known as Valentine, which held great power and prosperity born of an artifact known as the Cauldron. However, the nation came to an abrupt and mysterious end, and in the wake of their downfall, the remaining kingdoms collided, vying for control of the masterless Cauldron. With each passing day, the war rages on...



If I sacrifice myself for  
my duty, Father will surely  
show his love for me!

Surely...



## Gwendolyn

The Valkyrie princess of the great northern nation of Ragnanival. She is the second daughter of King Odin, the Demon Lord, and is feared on the battlefield as "Odin's Witch."

Wielding a Psypher spear, she fights to earn the love of her lordly father. Though usually quiet and modest, she faces her foes in battle with strength and resolve.



No. I cannot give in.  
I love the princess too  
much to let that happen.



## Cornelius

The handsome prince of the storied kingdom of Titania. He had planned to confess his love to the outcast princess of another nation, but woke up to find himself transformed into a beast, lost in an unfamiliar place.

Though he is young and naive, his idealism drives him to seek justice and bravely surmount any challenge. With a Psypher sword in hand, he strives to regain his true form once again.



A queen must  
help her land.

# Mercedes

The princess of the Fairy kingdom, Ringford.  
Though still a child, she bears the responsibility of  
rule on her shoulders long before she is ready for it.

Despite her inexperience, she comes to understand  
what it means to become a worthy queen, after her  
mother's example. Wielding a Psypher crossbow,  
she grows to overcome all obstacles in her path.





# Oswald

A cold-hearted human soldier of the Fairy kingdom, Ringford. With sheer power under his control, even dragons fall before his blade. Many know him better as the “Shadow Knight,” a man to be much feared.

For Melvin, the Fairy who adopted and cared for Oswald as an orphan, Oswald will endure any pain and carry out any duty—no matter the danger.



You talk as if you know everything. Let me cease your tongue's flapping.



I would rather fight  
against death than wait for  
my cursed destiny to take me!



## Velvet

The princess of the fallen nation of Valentine. Currently, she lives in the forest, concealing her identity. Locals fear her and have dubbed her the “Forest Witch.”

Despite her dread of the “curse” and promised death foretold by her now-deceased sibylline mother, she forges onward in defiance of fate, her Psypher chain at the ready.



## BASIC CONTROLS



See p. 22–27 for details on basic controls during battle.

\*The images in this manual may differ from those in the actual game.

Directional Buttons	
Left Stick	Move Character/Cursor
Right Stick	Scroll Map/Zoom in Skill Screen
L Button	Open Skill List/ Switch Item Category/Page
R Button	Evade/Absorb Phozons (hold)/ Switch Item Category/Page
○ Button	Activate Skill (with shortcut enabled)/ Cancel Selection
× Button	Jump/Confirm Selection/Advance Text
△ Button	Open Item Ring/Inventory
□ Button	Attack/Guard (hold)
START Button	Pause Menu/Skip Story Scene
SELECT Button	Show Area Map
Touchscreen	Used in <b>Classic Mode</b> only (see p. 42)

\*You can reassign buttons through **OPTIONS** (see p. 20).



# STARTING THE GAME

Press any button at the title screen to display the main menu, then choose the selection you want.

## NEW GAME

Plays **Refined Mode** from the beginning. It uses the original PlayStation®2 version as the base, with new gameplay and refined mechanics.

### Select a Difficulty

After the initial tutorial, you will select a difficulty: Easy, Normal, or Hard. You can change this at any time in the pause menu through **Options → Game Settings** (see p. 20).

## LOAD

Continues the game from where you last saved. Use the directional buttons or the left stick to select the data, then press **X** to confirm your choice. To delete data, select one and press **SELECT**.

### About Cross-Save

For this title, you can share save data across the PlayStation®4, PlayStation®3, and PlayStation®Vita systems through PlayStation™Network. Press **△** at the data selection screen to select the data you want to transfer with **Upload Save Data** or **Download Save Data**.

## CLASSIC MODE

Allows you to play the game with the same mechanics as the original PlayStation®2 version, but with HD-modified graphics (see p. 36).

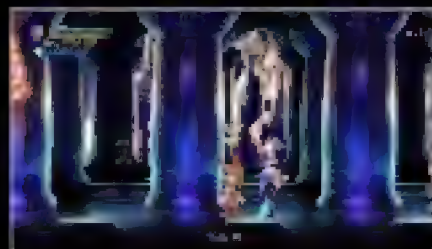


# GAME FLOW

The game begins in the attic (see p. 13), where the books are kept. You can begin any of the protagonists' stories by choosing their respective book once it is unlocked.

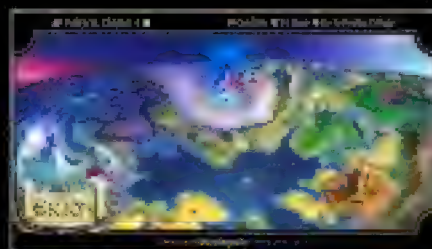
## Home

This is where you prepare for battle. Gather information from others, and buy items from merchants.



## World Map

Head to your next destination. Select a location with the directional buttons or left stick, then confirm with **X**. Also, you can switch chapters and revisit areas you have already completed with the **L** and **R** buttons.



## Story

Once you select a location from the world map, a story scene will play. You can skip these scenes if you press **START** and use one of the following:



**SKIP** . . . . . Skips the scene you are currently viewing.  
**SKIP ALL** . . Skips all scenes until you regain control of the character.

## Areas

Fight enemies while exploring a locale. (see p. 14)





## ATTIC

The attic contains all sorts of records besides that of the main story.

Move little Alice near a book or the black cat Socrates and press ↓ with the directional buttons or left stick (or press X) to pick it up. Press ↓ again to place it back on the floor.

Furthermore, you will start in this room when you load a previous save data.

### Selecting a Scenario

Press ↑ with the directional buttons or left stick (or press X) while holding a book to play its scenario. Initially, you only have the book “Valkyrie” (Gwendolyn), but more will become available as you progress through the game.



Socrates Book Alice

### Viewing the Story Archive

Press ↑ with the directional buttons or left stick (or press X) while holding Socrates to open the story archive.



Here, you can freely watch the story from each scenario, listed in chronological order.

SCENE . . . .Plays the selected scene.

TO END . . . .Plays the scenario to the end, starting with the selected scene.

### Viewing the Text Archive

Press ↑ with the directional buttons or left stick (or press X) at the left side of the room (i.e., the bookshelf) to open the text archive.



Here, you can view all the prophecies, recipes, and wordly texts you have uncovered.



# AREAS

The areas you enter from the world map are structured as described below. Stages show either **ENTER** or **EXIT**, which you can traverse with **←**, **→**, or **↑** + **X**. Sometimes, you may even need a key to progress.



## Free Stage

A stage in which you focus on exploration. Enemies may appear, but you can move onto another stage without having to defeat them.

## Battle Stage

A stage in which you fight enemies. You cannot move onto another stage until you defeat all enemies. A battle stage will loop back onto itself, meaning you will return to the same spot if you keep traveling forward.

## Rest Area

A stage in which you can speak to NPCs (non-player characters) or purchase items and such from merchants. No enemies appear here.



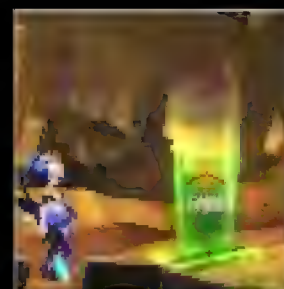
As you progress through the game, you can summon Maury the Traveling Chef.

## Boss Stage

The deepest stage, in which a boss enemy awaits.

## Checkpoint

Some stages have checkpoints like the one shown to the right. Using one allows you to immediately traverse to another checkpoint.





# ODIN SPHERE LEIFTHRASIR

## GAME SCREEN



- ❶ Protagonist's Level: The EXP gauge surrounds it.
- ❷ Power Gauge (POW): Used by some Psypher skills. Replenishes over time. Mercedes's normal attacks deplete it too.
- ❸ Protagonist's Current HP/Max HP (health points)
- ❹ Current PP/Max PP (Psypher points): Used by some Psypher skills. Replenishes by absorbing Phozons.

- ❺ Use Phozons to level up Psypher skills (p. 18) or harvest fruits (p. 30).
- ❻ Mini-gauge: Top row = POW, bottom row = HP
- ❼ Enemy's HP Gauge
- ❽ Enemy's Level and Name
- ❾ Radar: Shows the protagonist, enemies, items, and **ENTER/EXIT** points.
- ❿ Mini-map: Shows the positions of the protagonist, enemies, and **ENTER/EXIT** points.
- ⓫ Current Rank (battle stage only): The surrounding gauge depletes as time passes, dropping your rank until it reaches zero. This rank determines what bonuses you obtain upon completing the stage.
- ⓬ Full-Bonus Availability Counter (battle stage only): Once it reaches zero, your time bonus continues to drop the longer you take to complete the stage.
- ⓭ Berserk Gauge (Oswald only): Replenishes as you attack enemies. Once it is full, you can go Berserk and deal powerful attacks. (see p. 27)



## AREA MAP



Stages that you have already completed/passed through appear solid rather than translucent.

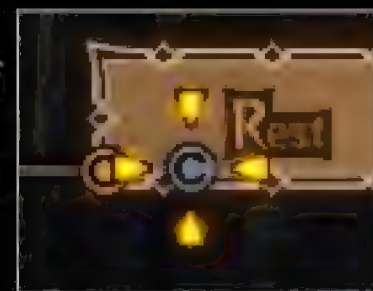
Press SELECT to show an area map, which you can move with the right stick.

When you first enter an area, the map only shows the first battle stage, but new stages are shown as you traverse the locale. In addition, all stages in an area will be shown if you buy an "Area Map" from a merchant in a rest area.

- ❶ Protagonist's Current Position
- ❷ Battle-Stage Difficulty: The higher star count, the higher the strength of enemies.
- ❸ Item guaranteed upon completing a stage, regardless of rank.
- ❹ Completed Battle Stage: Displays your rank.
- ❺ Mid-Boss Stage: Marked by crossed swords.
- ❻ Boss Stage: Defeating it means completing the area.
- ❼ Rest Area: You will find merchants and NPCs here.
- ❽ Unopened Treasure Chest
- ❾ Checkpoint

### Traversing Checkpoints

You can travel to any checkpoint you have passed through—even if only a single one—by opening the area map and pressing START.

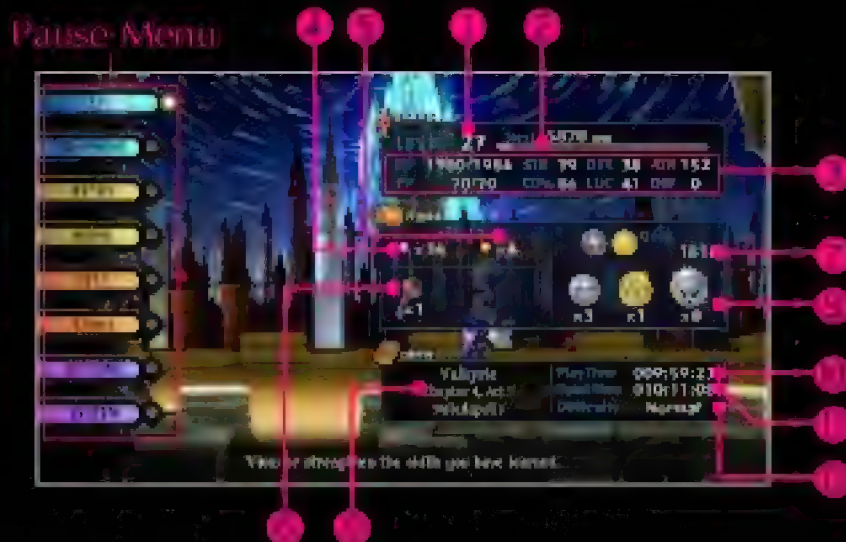




# ODIN SPHERE LEIFTHRASIR

## PAUSE MENU

Press START in an area or base to show the pause menu. You can view the actions of each menu selection (see p. 18) or check your stats and possessions.



- ① Protagonist's Level
- ② EXP Needed to Level Up
- ③ HP = Current HP/Max HP  
PP = Current PP/Max PP

STR = Strength: The higher the number, the higher the damage dealt to enemies.  
CON = Constitution: The higher the number, the lower the damage received from enemies.  
DEX = Dexterity: Affects the rate that the power gauge (POW) replenishes and the rate that the guard gauge depletes.  
LUC = Luck: Affects the rates of critical hits and guts activation (in which you survive an attack that should have defeated you).  
ATK = Attack: Increases as you level up skills.  
DEF = Defense: Increases as you equip armor and accessories.

- ④ Phozon Count: **SKILL UP READY** appears whenever you have Phozons needed to level up a Psypher skill.
- ⑤ Ability Point Count: **ABILITY READY** appears whenever you have Phozons needed to acquire an Ability.
- ⑥ Obtained Key Items
- ⑦ Money
- ⑧ Valentinian Coins: Needed to eat at the two restaurants in the Pooka village.
- ⑨ Name of the book you are playing, chapter number, and current location.
- ⑩ Play Time for Specific Protagonist
- ⑪ Total Play Time
- ⑫ Difficulty



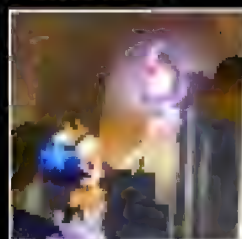
## SKILLS

Enhance Psypher skills and acquire new Abilities. You can level up skills by spending your collected Phozons and acquire Abilities by spending Ability points.

Directional Buttons	Move cursor
Left Stick	Move cursor freely
Right Stick	Zoom in or out
○ Button	Cancel/Close details of selected skill
× Button	Open details of selected skill/Confirm
START Button	Show/Hide controls

### Leveling Up Psypher Skills

You acquire Psypher skills by locating Phozon prisms scattered throughout the world. When you have the required Phozons, select a skill you have already acquired to increase its level. This will not only enhance its efficiency, but also its ATK and Max PP.



Phozon Prisms

Psypher skills include both active skills, which you manually use, and passive skills, which aid your attacks. In addition, active skills may deplete POW or PP upon their use.



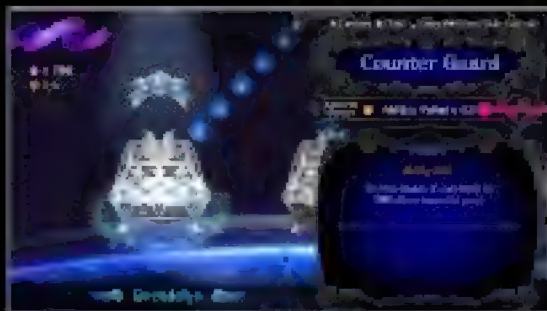
- ① Skill's Name
- ② Skill's Level
- ③ Skill's Current Level (★) and Max Level (☆ total)
- ④ Phozons Needed to Level Up:  
Red indicates that you do not have enough.
- ⑤ Amount of POW/PP Needed to Use Skill
- ⑥ Skill Type and Detail:  
Hints on locating locked skills may be shown.
- ⑦ Increase in Stats due to Level Up



## Acquiring Abilities

Abilities, which enhance statistics or battle actions, are unlocked (and available for learning) as you progress through the game.

Each Ability is listed in a tree, in which you can learn from top to bottom. Furthermore, Abilities do not have levels.



Ability Points Required

Red indicates that you do not have enough points to acquire an Ability.

## EQUIPMENT

Don or remove equipment. To switch out equipment, first select the equipment column on the left side of the screen, and then choose what you want to equip. To remove an equipped piece, press ☐. You can also change equipment through the Item Ring.

## RETRY

Retries a battle or returns you to the previous stage. Any items and EXP you have acquired in the current battle are lost.

### ▶ Retry Battle

Starts the battle of the current stage from the beginning.

### ▶ Return to Previous Stage

Returns to the state before you entered the current stage.

## HOME

Returns to base or the world map.

## TEXTS

Opens the text archive (see p. 13).

## STORY

Opens the story archive (see p. 13).



## OPTIONS

Changes game settings and button configurations.

### Game Settings

Changes the game's general settings, such as difficulty and sound.

Difficulty	Changes the difficulty of the game. (cannot be changed during battle)
Audio Output	Changes the sound output method.
BGM Volume	Changes the volume of background music.
SE Volume	Changes the volume of sound effects.
VOICE Volume	Changes the volume of voices.
EVENTS Volume	Changes the volume of story scenes.
Message Color	Changes the style and color of speech bubbles.
Initial Mix Category	Sets the category when starting an Alchemy Mix in the Item Ring (see p. 32).
Floor-Pass Setting	Turn on to pass through floors with ↓ on the directional buttons or left stick.
Simple Map Display	Turn on to show the area map upon using the right stick.

### Button Config

Changes button assignments for various actions.

### Display Settings

Changes settings related to the screen and camera.

Radar	Radar displayed at top-half of screen.
Mini-map	Mini-map displayed at the bottom-right of the screen.
Mini-gauge	Gauge displayed below the protagonist/enemy.
EXP Gauge	EXP gauge displayed above the protagonist.
Intelli-Tips	Info boxes (controls or hints) displayed around the protagonist.
Fixed Camera	Turn on to position camera so the protagonist is centered.
Automatic Zoom	Set scale at which the camera automatically zooms upon closing in on the boss.

## SYSTEM

Besides saving or loading data, this returns you to the title screen or the attic. You can also use the Cross-Save feature here (see p. 11).



## BATTLE

You will be attacked by all manner of enemies. Fight them by making full use of your various actions. Even if your HP drops to zero, you will only have to retry from the previous stage, rather than a game over.

### STAGE COMPLETE

Defeat all enemies in order to complete a stage. You will earn a rank (D, C, B, A, or S) based on your actions and results in battle.

Moreover, bonus treasure (coins) may appear based on this rank. (The stage completion reward is the same, regardless of rank.)

If you earned a low rank, feel free to go into the pause menu and **RETRY** the battle.

#### Main Actions/Score Determinants

- Highest Chain Reached (extra bonuses for reaching certain numbers)
- Number of Overkills (defeating foes with more damage than needed)
- Number of Psypher Skills Used
- Number of Times You Break an Enemy's Guard
- Number of Magic Potions Used
- Amount of Damage Received from Foes (extra bonus if none received)

\*You can view the evaluation criteria with  $\Delta$ .



Score	Rank
1000+	S
750 - 999	A
500 - 749	B
250 - 499	C
0 - 249	D

- 1 Battle Time
- 2 Max Chain Count
- 3 Score
- 4 Rank
- 5 Completion Reward
- 6 Rank Bonus



# ODIN SPHERE LEIFTHRASIR

## COMMON ACTIONS

↑↓←→ commands are possible with both the directional buttons and left stick.

### Attack



Press to attack. You can do a combo of up to four hits if you attack repeatedly (except with Mercedes), or even change the attacks for some protagonists if you press ← or → on the fourth attack. Attack bonus treasure chests to open them.

For Mercedes

POW depletes for every shot you take with Mercedes.

You can fire in bursts, but only until the gauge becomes empty. To replenish POW slowly, simply cease fire; to replenish it fully, idly stand on the ground to reload ammo.

In addition, her crossbow's tip will glow whenever you cease firing. Attack afterward to unleash a more powerful shot.

### Rising Attack\*



Attacks enemies in the air. Repeatedly press with Oswald to change (double) his attack method.

### Downward Slam\*



Attacks enemies below. You can also do this while gliding. (see p. 26)

### Dash Attack\*



Attacks enemies while dashing. You can also do repeated dash attacks with additional inputs.

\*Does not apply with Mercedes.



## Charged Attack

↓ + Hold □



Unleashes a charged attack that is more powerful than normal.

Gwendolyn and Cornelius can charge up to three phases (boosting power) whereas Mercedes and Oswald can

charge up to two phases (changing the attack method).

For Mercedes

First phase is a shot that travels parallel to the ground; second phase unleashes four homing shots.

For Velvet

First phase throws the chain towards an enemy's footing; second phase unleashes multiple chains from the ground.

For Oswald

First phase has him swing his sword while sliding; second phase has him charge toward the enemy to stab and lift one up. Repeatedly press □ while lifting an enemy to fill the berserk gauge more quickly.

## Guard

Hold □



Nullifies incoming attacks from the front, but will break if its gauge becomes empty. In addition, successful guards replenish POW significantly.

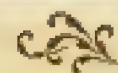
## Slide

↓ + □



Breaks an enemy's guard.

An enemy whose guard is broken will be tossed defenselessly into the air, giving you an opportunity to strike.



## Critical Hits



Attacking an enemy sometimes delivers a critical hit, increasing the damage you deal. They even add a special motion to the fourth attack in a combo, dealing even greater damage. The higher your LUC stat, the higher your chance of delivering a critical hit.



## Evade

R



Evades enemy attacks with a back step.

## Jump

X

Press X to jump.

You can do a double jump if you press X again while midair. You can attack while jumping.

## Pass Through Floor

↓ + X

Descends to lower ground by passing through a platform.

Depending on your settings in OPTIONS, you may even pass through when you press ↓. (see p. 20)

## Crouch/Pick Up

↓

Crouches in place. You can pick up items if you crouch beside them.

## Absorb Phozons

Hold R

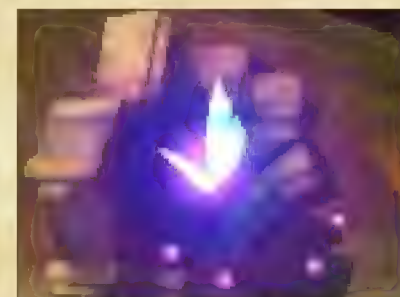


Luminous purple energy called "Phozons" appear whenever you defeat an enemy. Hold R to quickly absorb them.

You will absorb Phozons if they are nearby, or you can absorb them automatically after some time passes, regardless of distance. However, some enemies try to absorb Phozons too, so use R to get a head start.

## Absorb Phozons from Mystical Butterflies

While exploring an area, you may come across a glowing butterfly. If you get close to it and hold R, you can obtain some Phozons.





## Item Ring



Press  $\Delta$  to open the Item Ring.  
Switch categories with L or R, select an item with the directional buttons or left stick, and confirm (eat, use, equip, etc.) with X.

You can also start an alchemy mix with  $\square$  (see p. 32) or use multiple items at once (see below). Moreover, you can drop an item with  $\Delta + \downarrow$ .

Press SELECT to switch between the Ring or Bag layout.

### Using Items in Bulk

Items such as food or seeds can be eaten or planted in multiple quantities all at once.

Select multiple items by repeating the process of switch categories  $\rightarrow$  select items with  $\square$  (as desired)  $\rightarrow$  then finally confirm with X.

## Psypher Skills



Press L to display the (active) Psypher skills that you have acquired. Select a skill with  $\uparrow$  or  $\downarrow$  and use it with X.

You can set shortcuts (see below) with  $\square$  and rearrange the list with R.

POW that is depleted by the use of skills will replenish over time; PP, by absorbing Phozons.

### Setting Shortcuts

By setting shortcuts, you can use Psypher skills without having to press L to open the list.

To set a shortcut, select a skill and press  $\square$ , assign it to a button (command), then press X or  $\square$  to confirm. You can also set anything from the prepared command list if you select (**Register New Command**).



# ODIN SPHERE LEIFTHRASIR

## CHARACTER-SPECIFIC ACTIONS

↑↓←→ commands are possible with both the directional buttons and left stick.

Gwendolyn

**Glide**

Hold X



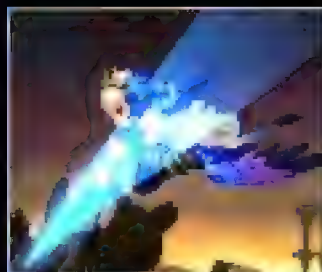
A glide that gradually descends.

Once she starts gliding, you can release X.

You can change directions with ← or → and ascend somewhat with ↑. Descend with X or ↓, or allow time to pass.

**Glide Attack**

□ while Gliding



A gliding attack in which Gwendolyn charges down diagonally at high speed.

Cornelius

**Glide**

Hold X

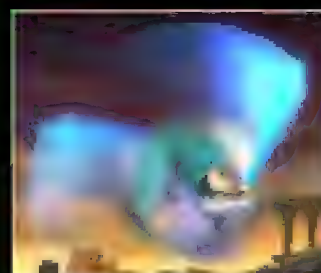


A glide that gradually descends.

You can change directions with ← or →. Descend with X or ↓, or allow time to pass.

**Spin Attack**

After Jumping hold □ + ← or →



A high-speed spinning attack toward your intended direction.

You can change directions with ← or →.

**Special Attack**

↓ + Hold X while midair



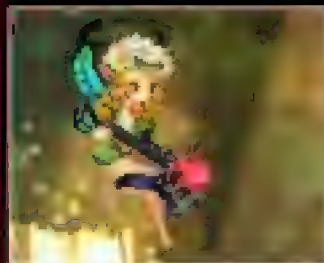
A falling attack in which Cornelius points the sword below him. He bounces if he hits an enemy, so steer him with ← and → to keep up your attack.



Mercedes

## Flight

Hold **X**



Fly in the air to move and attack in any direction. You can release **X** once in flight.

Note that you will be unable to attack once your POW becomes empty since you cannot reload mid-flight. Descend and reload when this happens.

## Fast Flight

**←** or **→** + Hold **□** or **R** while Flying



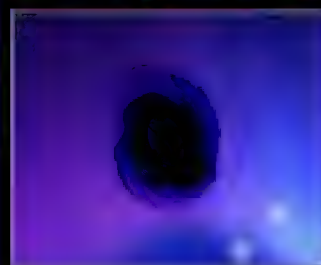
Fly at high speed.

You can also fly diagonally with **↖**, **↗**, **↘**, or **↙**.

Oswald

## Dimensional Warp

Hold **X**

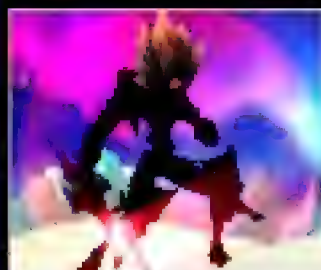


Submerge into darkness to move about in a gradual descent. You can change directions with **←** or **→**.

Oswald cannot be harmed by enemy attacks since he is concealed, but will have less time to move around compared to other characters.

## Berserk Activation

**R** + **△** with Full Berserk Gauge



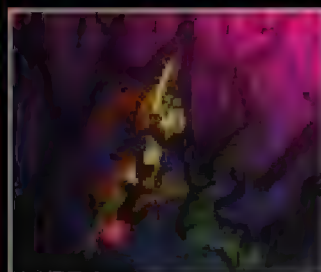
Increases attack power and speed, allowing Oswald to defeat enemies quickly.

He returns to normal once the Berserk gauge runs out. (You can manually release this mode with **R** + **△**.)

Velvet

## Chain Swing

Hold **X**



Travels far by swinging in a pendulum-like motion. Velvet can slip past enemy attacks while traveling in this manner.



## CHARACTER GROWTH

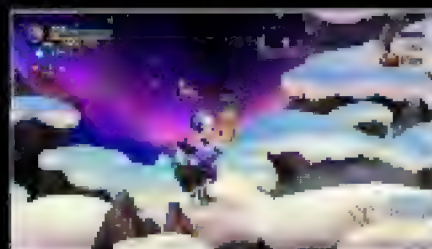
Gathering a certain amount of EXP and leveling up your character will increase their max HP and various stats, as well as Ability points.

See below for methods of acquiring EXP other than just defeating enemies. Moreover, your stats will increase from acquiring/leveling up skills or donning equipment.



### Use Items

You can gain EXP and increase max HP just by using (eating) food items such as fruits and ingredients (see p. 30). Ingredients are necessary for cooking (see right), so be sure to check how many you have and what you may need for recipes.



### Enjoy Fine Cuisine

At restaurants hosted by Pooka chefs, you can have them cook meals for you by fulfilling conditions. You can gain EXP and increase max HP by eating these meals.

#### Maury's Touring Restaurant

If you attack and ring the magic bell at a rest area, the wandering Pooka chef Maury will appear and open a restaurant there. He will cook you a meal if you hand him a recipe and the necessary ingredients. He even has a take-out menu, for items usable during battle. Moreover, you may gain up to three EXP bonuses when you try a new dish.





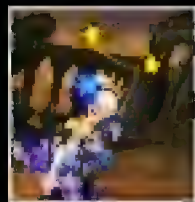
### Restaurants of the Pooka Village

There are two restaurants in the Pooka village of Erion: Pooka Kitchen and Rabbit Café. A recipe is not needed to dine at either, and the menu grows as you progress through the game. They will serve you in exchange for three types of Valentinian coins, rather than ingredients.



## STATUS EFFECTS

Enemies may inflict you with various status effects during battle. A status-effect gauge appears at the top-left of the screen, and once it counts down to zero, the effect fades. There are levels of status effects, and the healing process goes from Lv. 3 → 2 → 1.



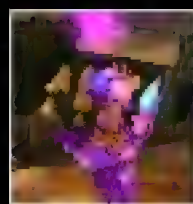
**Dizzy (Lv. 1–3):** All actions are unavailable. Rapidly press the action and directional buttons to recover quickly.



**Burn (Lv. 1–3):** You constantly receive flame damage. Move quickly to reduce the time that you are on fire.



**Freeze (Lv. 1–3):** Your speed drops at Lv. 1, and you become fully immobile at Lv. 2. Rapidly press the action and directional buttons to recover quickly.



**Poison (Lv. 1–3):** You constantly receive incremental damage. Drink an Antidote to cure it, or keep crouched to hasten your recovery.



**Frog (Lv. 1–3):** Some actions are unavailable (attacks and items are allowed). Drink a Metamorphosis potion to cure it, or wait until it wears off.



**Dwarf (Lv. 1):** Defense drops significantly. Press  $\Delta$  to cure it, or wait until it wears off. However, being small has its perks...



## ITEMS

Here, we will describe the various ways in which you can obtain items. At the start of the game, you can hold up to thirty-two items, but that value will increase as you obtain new bags.



## LOOT TREASURES FROM ENEMIES

When you defeat an enemy, it may drop a small treasure chest. It opens automatically, so obtain its spoils by crouching over it.

Moreover, boss enemies may drop magic potions every time you defeat them in battle.



## HARVEST FRUIT BY PLANTING SEEDS

Eating fruits not only restores HP, but also grants EXP and increases your maximum HP.

## Step 1 Plant a Seed

Open the Item Ring with  $\Delta$ , switch to Seeds with L or R, and choose the seed you want. Press X to plant it, or  $\square$  to plant many seeds at once.



## Step 2 Let It Absorb Phozons

Release the Phozons that you have stored by holding R +  $\square$ , and let the seed absorb them. When it absorbs the required amount (differs among seeds), it will bear fruit. Furthermore, any extra Phozons that are released will automatically be absorbed back to the Psypher—or you can quickly absorb them by holding down R.





## Step 3 Harvest Fruit

Once it bears fruit, attack it so that it falls to the ground, where you can crouch to pick it up.



Be aware that fruits spoil quickly if you do not harvest them right away.

## Absorb Phozons from Natural Rosemiles

In rest areas, you may come across a "rosemile"—a flower that releases Phozons in response to seeds.

Any seeds you plant near one will absorb its limited Phozons.

(A rosemile disappears once it runs out.) Furthermore, Phozons released by a rosemile go toward seeds first; you can absorb any remainder afterward by holding R.



## GATHER MANDRAGORAS

Mandragnas are "walking plants" that hide underground. They are used in alchemy mixes (see p. 32) and at Maury's Touring Restaurant.

### Step 1 Lure out a Mandragora

Mandragnas hide in tiny holes along the ground. If you attack a hole, one will spring out.



### Step 2 Knock It Unconscious

A mandragora that springs out will run around the stage. Be careful, since it may come charging at you. Knock it out to turn it into an item, and then crouch to obtain it.







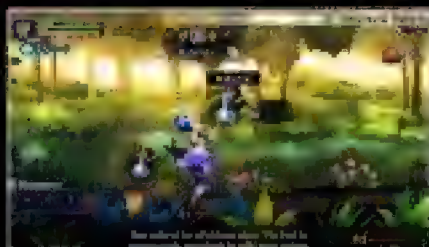
## MIX MAGIC POTIONS WITH ALCHEMY

You can create magic potions by mixing together certain items with a liquid source of magic called a “material.” Those combinations are listed on alchemy recipes that are scattered across the world, but you can still alchemize without a recipe as long as the combinations are correct. However, you cannot reverse lookup (see p. 33) a recipe you do not possess.



### Step 1 Choose a Material

Select a material from the Item Ring, and then press **X** or **□**. The greater the number on the material tag, the greater the effect of the created magic potion.



### Step 2 Choose an Item to Mix with It

Next, select an item to mix. The alchemy result will be shown on the screen (press **SELECT** to switch between the magic potion's description and stats). Press **X** if you are satisfied with the result.



Mix Result

Grade of Created Magic Potion

### Mixing in Bulk

When selecting an item, you can mix multiple items at once (to a maximum of twelve) with **□**. Every time you add an item, the alchemy result refreshes, so be sure to check it before confirming your choice. Once you are done, press **X** to start the alchemy mix.





## Reverse Lookup Alchemy

When starting an alchemy mix, you can start the process from the desired result (magic potion)—instead of from a material—by pressing  $\Delta$  to enter reverse lookup mode. Simply select the magic potion you want to create, and then select the recipe. (This cannot be done without the required ingredients and alchemy recipe.)



## Step 3 Alchemy Mix Complete

The completed magic potion is automatically transferred into the Item Ring.



## Alchemy Mixes and Magic Potions

You can start an alchemy mix with not only materials, but with magic potions too. You can even create a different magic potion from another magic potion if you follow the recipe instructions.

## Upgrading Magic Potions

Fusing an item to a magic potion increases its “grade,” which enhances its effect. Food such as fruits are especially powerful when it comes to grade-raising power, so it would be good to fuse food when you want to upgrade magic potions.





## HATCH EGGS

"Eggs," which are sometimes used as cooking ingredients, can also be hatched. If you let it grow to be a chicken, you can obtain more eggs.

### Step 1 Let It Hatch

Select an egg from the Item Ring and confirm with **X** to place the egg on the ground. Let some time pass to let it hatch into a chick.



### Step 2 Feed the the Chick with Seeds

Chicks like seeds. Select a seed (any will do) and drop it in front of a chick with **△ + ↓**. Chicks develop into chickens after eating three seeds.



### Step 3 Feed the Chicken with Seeds

Treat the chicken the same way you treated the chick. For every three seeds it eats, it will lay an egg. Furthermore, you can attack the chicken to turn it into "Chicken Meat."





# ODIN SPHERE LEIFTHRASIR

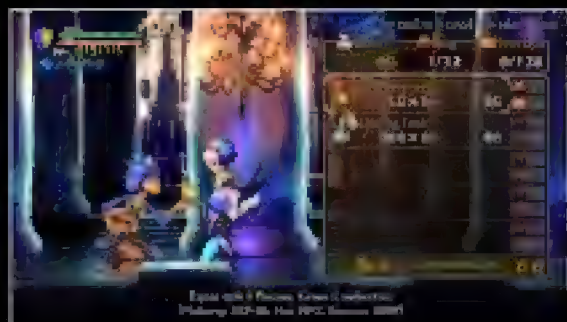
## PURCHASE ITEMS FROM A MERCHANT

The merchants buy and sell items at bases or rest areas. Choose to **Buy** or **Sell**.

### Buying Items

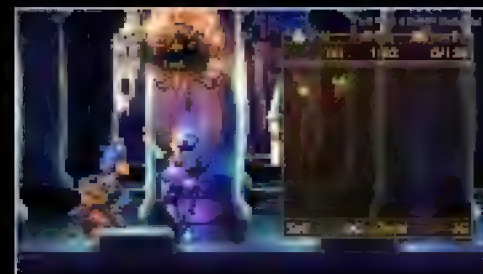
You can buy multiple items at once.

Select the item you want to buy, choose the quantity with **←** or **→**, and confirm your purchase with **X**. The items you buy will be placed on the ground, so obtain them by crouching beside them.



### Selling Items

Select an item you want to sell and confirm with **X**. You can sell multiple items at once with **□**.



### Using the Item Box

Beside a merchant may be an item box, which you can use to store and withdraw items.



Talk to the merchant and select **Item Box**, or stand near it and press **X**, to open it, showing your current possessions on the left of the screen and the item box's contents on the right. Simply select and confirm the item you want to store or withdraw.

The item box has space for up to 128 items, as well as extra space for seeds and mandragoras. Furthermore, the item box's contents will remain the same, regardless of location.



## CLASSIC MODE

Play the original version of *Odin Sphere* that was released on the PlayStation®2.

### STARTING THE GAME

Press any button at the title screen to display the main menu, then choose the selection you want.

#### ► NEW GAME

Plays from the beginning. Once you choose the difficulty and whether or not you want a widescreen display, you will continue to the attic. You can change both these settings in the pause menu through **OPTION**.

#### ► LOAD

Continues the game from where you last saved. Just as in Refined Mode, you can use the Cross-Save feature with **△**.

#### ► REFINED MODE

Returns you to the title screen for Refined Mode.

### DIFFERENCES WITH REFINED MODE

The two modes have the exact same characters, setting, and story while sharing the game's basic mechanics, but there are some differences here and there. We will introduce those points here.

#### Areas

##### Stage Structure

Each area consists of battles stages, shop stages, and boss stages, which are all connected in a loop. The rest area in

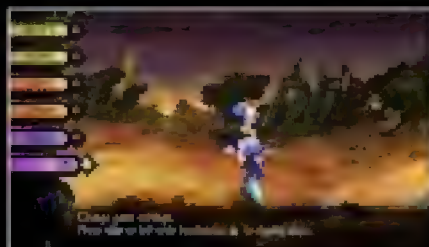
Classic Mode will not have Maury's touring restaurant, checkpoints, and the item box.





## Pause Menu

The pause menu, which you open with START, allows you to perform the actions listed below. You can also show the character stats screen by touching the left side of the touchscreen or pressing SELECT while the pause menu is open.



- RETRY** Restarts the stage with previous items and experience.
- HOME** Returns to the start of the level with current items and EXP.
- TEXT** Opens the text archive.  
(You cannot do this in the attic.)
- STORY** Opens the story archive.
- SAVE** Saves your current progress (Cross-Save possible with  $\Delta$ ). For stages that you have not completed yet, your progress will be marked at the beginning of that particular stage.

**OPTION** Changes various settings within the game.

### [GAME SETTINGS]

Changes difficulty, sound, timer display during battle, speech-bubble color, and frames.

### [BUTTON CONFIG]

Changes button assignments for various actions.

### [SPECIAL OPTIONS]

Changes special option setting that were not in the original version. All features such as message skipping, displaying mandragora locations, and enchancing controls should help you get through the game easier.





## Battles

### Stage Clear Rank

The rank you receive upon completing a stage is based off the total of the three shown below. There are five different ranks, each of them offering different items for bonus treasures.



### Clear Time

Time taken to clear the stage. The less time spent, the more points you gain.

### Damage Bonus

Bonus based on damage received. The less damage received, the more points you gain.

### Carried Over

If you do not reach the next rank up, any surplus amount will be carried over and added to the next stage clear calculation.

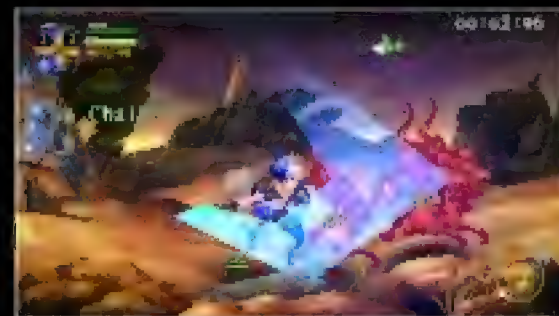
## Power Gauge Consumption

Every attack by a protagonist depletes the power gauge (ammo gauge for Mercedes). Once the gauge becomes empty, they will be unable to move or attack for some time. (You can hasten their recovery by rapidly pressing the directional and action buttons.) The gauge will replenish if you absorb Phozons or stop attacking.



## Battle Action

There are no falling attacks, dash attacks, evades, or passing through floors. Only Gwendolyn and Cornelius can guard. There are also some changes in each character's unique actions as well. See p. 42 for each of their controls.





### Absorbing Phozons

The Phozons that are released upon defeating an enemy are not absorbed automatically. They will disappear after some time, so absorb them by holding **R**. Furthermore, the process of cultivating seeds differs from that in Refined Mode (see p. 40).

By absorbing Phozons, you will fill the EXP for your Psypher Level (see right) and Psypher gauge, which is needed for using Psypher skills.



### Two Types of Levels

Characters can increase their "Psypher Level" and "HP Level." Acquire the EXP necessary for either case.

#### ▶ Psypher Level

Absorb Phozons to gather EXP for your Psypher Level. Once you have gathered a certain amount, it will level up and your attack power will increase.



Furthermore, if you reach a certain Psypher Level, your Psypher gauge's max will increase, enabling you to use new Psypher skills.

#### ▶ HP Level

Eating fruits and meals will not only recover your HP, but also fill the EXP for HP Level. Once you store a certain amount, it will level up and your max HP will increase.





## Items

### Managing Items

Manage items using the Item Ring and bag window (there is no item box). Once you purchase a new bag from a merchant, equip it from either the Item Ring or bag window—the amount of possessions you can hold will increase.

#### ▶ Using the Bag Window

Touch the right side of the touchscreen, or press SELECT while the Item Ring is open, to show the bag window.

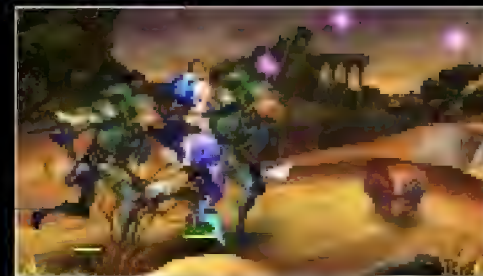


You can reorganize items in a bag. Press ☐ to move an individual item or  to rearrange them all.

Furthermore, if you select an equipped bag and move it into another bag, you will unequip it, causing its contents to fall to the ground. You can only equip up to six bags, so use this method to unequip any bags you no longer want.

### Treasure Chests Dropped by Enemies

The treasure chests that sometimes appear when you defeat an enemy will disappear after some time. Furthermore, they will not open automatically, so be quick to attack and obtain their contents.



### Growing Seeds

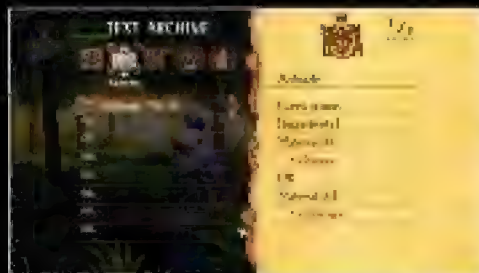
Since you cannot store Phozons, you cannot release Phozons to have a seed absorb them as in Refined mode. Instead, you will have to plant seeds before or during battle so they can absorb Phozons from defeated enemies.





## Rules of Alchemy

In order to perform an alchemy mix, you will need a material, an item to mix, as well as the alchemy recipe. The combination for creating a magic potion must exactly match what the recipe states. For any other combinations, a number will be added to the material according to the item being mixed.

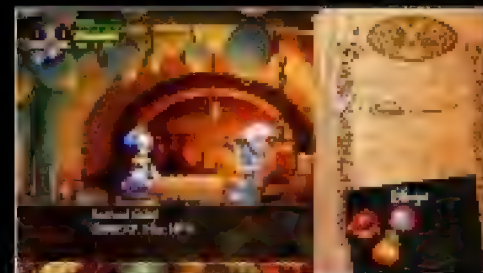


### ► Alchemy Mix Examples:

Antidote	Heals you by ridding your body of poison.
Material 0 + Onionne, or Material 6 + Cubsbane	
Napalm	Releases a chain of explosions ahead.
Material 2 + Onionne	
Painkiller	Lowers damage taken and prevents knockback.
Material 2 + Cubsbane, or Material 2 + Carroteer	

## Restaurant Necessities

In order to eat at the two restaurants in the Pooka village, you will need a recipe, ingredients (i.e., items), and coins for payment. Any recipes you obtain in various locations will be added to the stores' menus. Eating their meals will not only provide you with a lot of EXP, but also increase your max HP.



## Coin Selection when Purchasing Goods

When purchasing items from a merchant, you will choose which coins you will pay with. Press ← or → to select a coin type, ↑ or ↓ to select the amount, and X to confirm your purchase when what you Pay surpasses the Total price of the goods you want. (Change will be credited to you.)





## LIST OF CONTROLS

### Basic Controls

Directional Buttons	Move character/cursor
Left Stick	Move character/cursor
Right Stick	Scroll map
L Button	Psypher skill/Switch bags
R Button	Absorb Phozons/Switch bags
○ Button	Cancel selection
× Button	Confirm selection/Conversation/ Forward message/Jump
△ Button	Open Item Ring
□ Button	Attack/Talk
START Button	Pause menu/Skip story scene
SELECT Button	Show area map
Touchscreen	[Touch Right Side]: Open bag window [Touch Left Side]: Show stats screen

\*Press **L**, **R**, **START**, and **SELECT** simultaneously to return to the attic.  
(Save your progress before doing so.)

\*You can reassign buttons through **OPTION** (see p. 37).

### Common Actions in Battle

↑↓←→ commands are possible with both the directional buttons and left stick.

Attack	□ (press repeatedly to attack up to four times)
Anti-Air Attack	↑ + □
Knockdown Attack	↓ + □
Jump	× (press × while jumping for double jump)
Crouch/Pick Up	↓
Absorb Phozons	Hold <b>R</b>
Item Ring	△
Bag Window	Touch the right side of the touchscreen, or press <b>SELECT</b> while Item Ring is open
Psypher Skills	<b>L</b>



## Character-specific Actions:

Gwendolyn

Guard Hold ☐

Glide X twice (double jump)

Glide Attack ↓←→ + ☐ while gliding

Cornelius

Guard Hold ☐

Spin Attack ↓ + ☐ during double jump

Mercedes

Charge Attack Hold ☐ then release

Float X twice (double jump)

Oswald

Activate Berserk Hold ☐ during normal state  
\*Hold ☐ during Berserk mode to release

Velvet

Homing Hold ☐ then release

Chain Move X during double jump

## SCREEN



- ① Time elapsed in current battle stage
- ② Radar
- ③ Mini map
- ④ Enemy HP gauge
- ⑤ Protagonist's power gauge (top row) and HP gauge (bottom row)
- ⑥ Psypher Level and EXP gauge
- ⑦ HP Level and EXP gauge
- ⑧ Power gauge (AMMO gauge for Mercedes)
- ⑨ Current HP/Max HP
- ⑩ Psypher gauge
- ⑪ Equipped item



# ODIN SPHERE LEIFTHRASIR



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- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
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- Never disassemble or modify the game card.





## PLAYSTATION®VITA CARD PRECAUTIONS

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





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For more information on this game,

please visit

[www.atlus.com/odinsphere](http://www.atlus.com/odinsphere)



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**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## **GAME CARD FCC NOTICE - PART 2**

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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